

# X CRIME FIGHTERS X DIP SWITCH SETTINGS

## DIP SWITCH NO.1 SETTINGS

1. COIN SWITCH NO.1 SETTINGS

SW	1	2	3	4	COIN PLAY
<input type="radio"/>	OFF	OFF	OFF	OFF	1 1
	ON				1 2
	OFF	ON			1 3
	ON				1 4
	OFF	OFF	ON	OFF	1 5
	ON				1 6
	OFF	ON			1 7
	ON				2 1
	OFF	OFF	OFF	ON	2 2
	ON				2 3
	OFF	ON			2 5
	ON				3 1
	OFF				3 2
	ON	OFF	ON	ON	3 3
	ON	ON			4 1
	OFF	ON			4 3
	ON				FREEPLAY

FREEPLAY: You can play games without coins.

## 2. COIN SWITCH NO.2 SETTINGS

SW	5	6	7	8	COIN PLAY
<input type="radio"/>	OFF	OFF	OFF	OFF	1 1
	ON				1 2
	OFF	ON			1 3
	ON				1 4
	OFF	OFF	ON	OFF	1 5
	ON				1 6
	OFF	ON			1 7
	ON				2 1
	OFF	OFF	OFF	ON	2 3
	ON				2 5
	OFF	ON			3 1
	ON				3 2
	OFF	OFF	ON	ON	3 3
	ON				3 4
	OFF	ON			4 1
	ON				4 3
	OFF	ON			VOID

## DIP SWITCH NO.2 SETTINGS

1. THE NUMBER OF PLAYER'S LIFE

SW	1	2	NUMBER
<input type="radio"/>	OFF	OFF	1
	ON		2
	OFF	ON	3
	ON		4

4. DIFFICULTY OF THE GAME

SW	6	7	DIFFICULTY
<input type="radio"/>	OFF	OFF	EASY
	ON		NORMAL
	OFF	ON	DIFFICULT
	ON		VERY DIFFICULT

5. SOUND IN ATTRACTIVE MODE

SW	8	SOUND
<input type="radio"/>	OFF	OFF
	ON	ON

SW3, SW4 and SW5 are not used.

## DIP SWITCH NO.3 SETTINGS

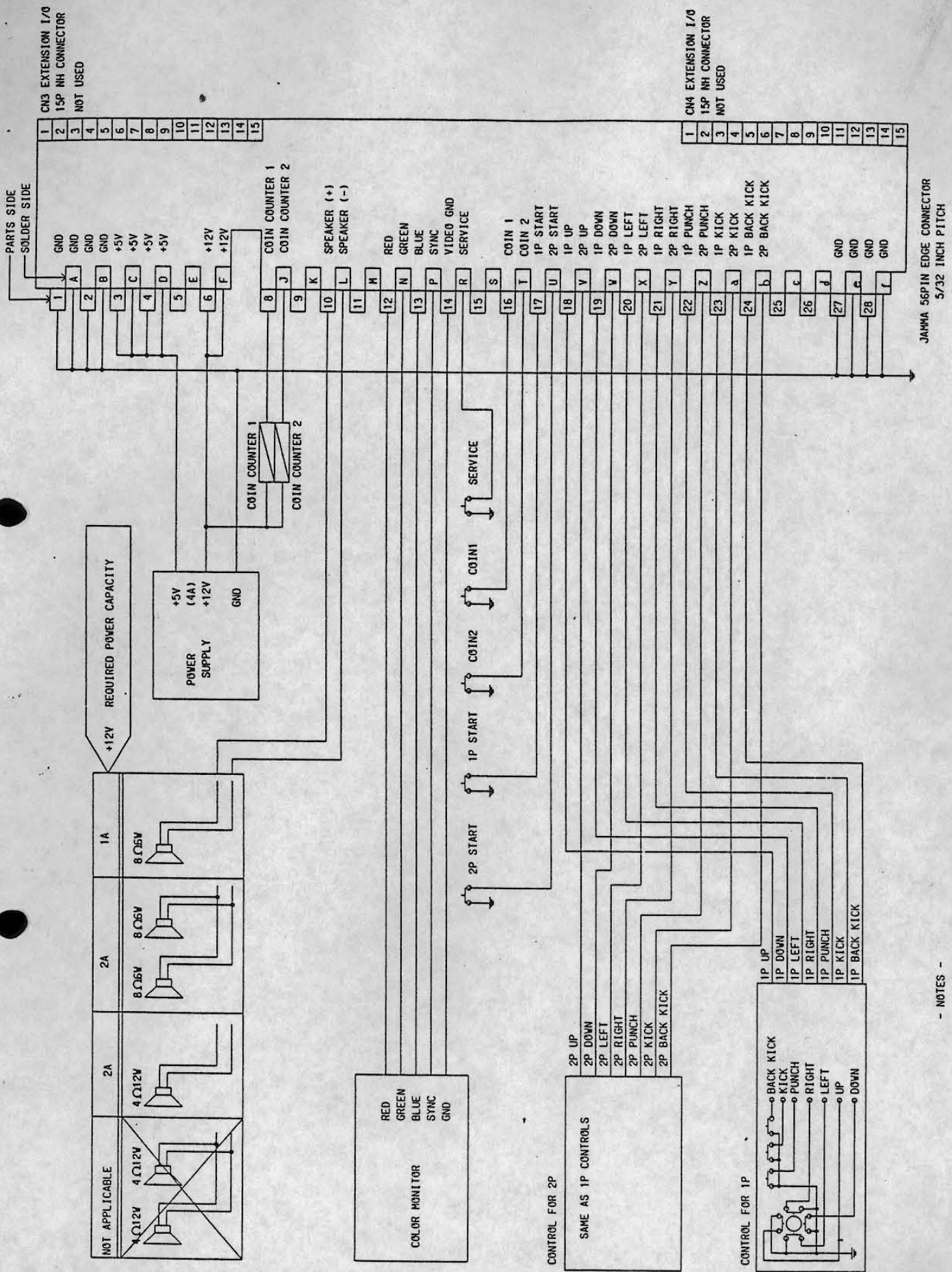
1. VIDEO SCREEN FLIP

SW	1	MODE
<input type="radio"/>	OFF	NORMAL
	ON	UPSIDE DOWN

2. CHANGE OF MODE

SW	3	MODE
<input type="radio"/>	OFF	GAME MODE
	ON	TEST MODE

SW2 and SW4 are not used and should be kept OFF.  
 shows recommended settings.



- NOTES -

1 1P NO.1 PLAYER 2P NO.2 PLAYER

2P NO.2 PLAYER

2P NO.2 PLAYER

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## Technical Information

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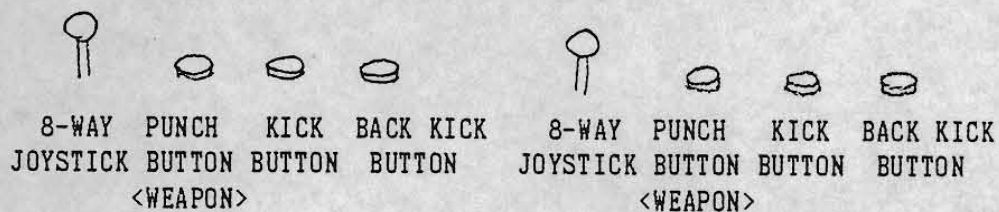
- (1) Required power capacity  
GND-Vcc 5V 4A or more  
GND-(+12V)  
\*See the Wiring Diagram.
- (2) Output  
R(red) analog, positive  
G(green) analog, positive  
B(blue) analog, positive  
SYNC. H-V complexed, negative
- (3) Monitor should be horizontally installed.
- (4) Use the volume knob on the PCB to adjust sound level. Turn the knob clockwise and it becomes louder.
- (5) Handle with care.

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## Control Panel Information

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Use a control panel with two sets of an 8-way joystick and three function buttons.



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## Self Test

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Normal: OK will be displayed. Then the game will start.  
Abnormal: BAD will be displayed and the screen will stop.

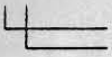
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## Manual Test

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- (1) How to start  
Turn on the power while the SW3 of the DIP SWITCH No.3 is on. Push player 1 start button to change items.
- (2) Test items
  1. ROM check
  2. Picture distortion
  3. Color check
  4. I/O check
  5. Sound check  
\* Push player 2 start button to change sound code.  
Pressing player 2 PUNCH button calls the same sound code.
  6. Dip switch settings



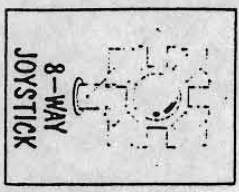





1 or 2 players.  
Second player can join at anytime.

**DON'T LEAVE  
A SINGLE SPIKE HEAD STANDING!!**

# CRIME FIGHTERS

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 <b>PUNCH BUTTON (WEAPON)</b>	 <b>KICK BUTTON</b>	 <b>BACK KICK BUTTON</b>
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Press both buttons simultaneously

**HINT!** Kick the knocked down punx again!

- Control the player's movement using the 8-way joystick and destroy the punx with the three buttons.
- Hitting buttons repeatedly will give you different techniques and energy to get up or escape headlock.
- Destroy the punx holding a weapon. Pick up weapon by pressing PUNCH button.

## LET'S CREAM THE DIRTY PUNX AND RESCUE THE GIRLS!!!

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